LeapFrog ClickStart™ My First Computer

Turn your TV into a Learning PC!

Packed with four included learning games and featuring a playful puppy interface, the CLICKSTART™ system is designed to teach essential skills for school while introducing basic computer navigation.

Colorful/Colourful keys reinforce QWERTY key placement
Child-sized mouse teaches pointing and clicking
Hint button offers help with learning concepts and computer navigation
Arrow key games teach screen navigation
Mousepad changes sides for right- or left-handed play

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Getting Started

Installing the Batteries

Note: Batteries are small objects. Replacement of batteries must be done by adults.

Console

- Make sure the unit is turned OFF.
- Locate the battery cover on the bottom of the main unit.
- Using a Phillips screwdriver, loosen the screws on the battery compartment to remove the battery cover.
- Insert 4 C (called LR14 in some countries) alkaline batteries, following the polarity (+/-) diagram in the battery compartment.
- Replace the battery cover and tighten the screws.

Keyboard

- Locate the battery cover on the bottom of the keyboard.
- Using a Phillips screwdriver, loosen the screws on the battery compartment to remove the battery cover.
- Insert 4 AA (called LR6 in some countries) alkaline batteries, following the polarity (+/-) diagram in the battery compartment.
- Replace the battery cover and tighten the screws.

Connecting the CLICKSTART™ Learning System

Console (A)

Make sure both your TV and your CLICKSTART console are turned off. Connect the console to the TV by plugging the colored/coloured cables on the unit into the matching video (yellow) and audio (white) input jacks on your TV set. Turn on your TV and your CLICKSTART console. Make sure there is a clear line-of-sight between the console and the keyboard.

Note: Older TVs without video/audio inputs may require an additional adapter, not available from LeapFrog.

For TVs with a single audio input:

Connect the yellow connector to the yellow video input jack on the TV. Connect the white connector to the audio input jack on the TV.

For TVs with no audio/video input (usually outside of North America):

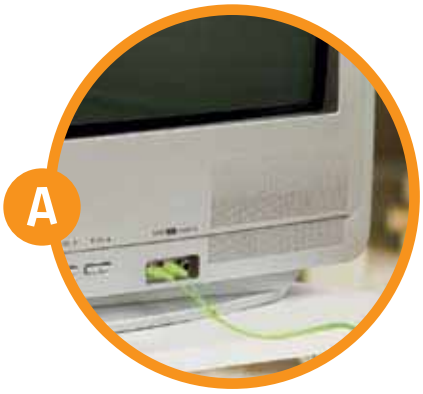
Connect the included SCART connector or Euro-connector to the SCART input on the TV. Plug the colored/coloured cables on the unit into the matching video (yellow) and audio (white) input jacks on the SCART connector. Set the TV to video mode.

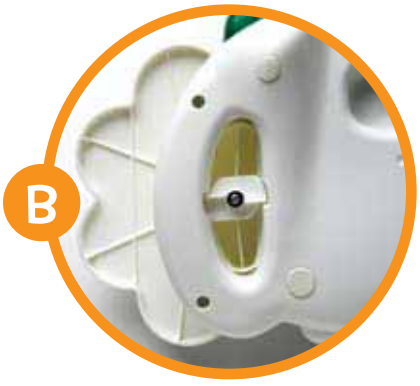
Mouse and Mousepad (B, C)

The mousepad can easily be converted for right- or left-handed play. To change the position of the mousepad, simply turn the knob counterclockwise to loosen. Then, lift the mousepad, move it to the other side and turn the knob clockwise to tighten.

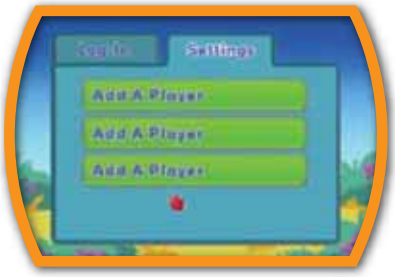
You can store the mouse underneath the keyboard. Simply wrap the cord around the posts and click the mouse into place.

Note: In order to conserve batteries, the CLICKSTART system will go to sleep after a period of inactivity. To wake it up again, hit any key on the keyboard or click the mouse. If that does not work, "reboot" the console by turning it off and then on again. Moving the mouse will not reawaken the system.





Instructions for Play



Parent Settings

The first time you turn on your CLICKSTART™ system, you will be taken to the Settings screen. Here, parents can create a player profile for each child who will be using the CLICKSTART system, modify player profiles or send a customized eCard to any player in the system. To get started, enter your child's name.

Adjusting the Level

Each CLICKSTART game features two progressive learning levels designed to help children in pre-kindergarten through kindergarten (ages 3 to 6) master skills for school. Within each level, the challenge adjusts to help teach and reinforce important concepts. Select a starting level for your child's profile:

- **Level 1** introduces keyboarding, mousing and core curriculum to children aged 3 and 4.
- **Level 2** provides more challenging mousing, keyboarding and academic games for players 4 or older.

Modifying Profiles

You can return to the Settings screen at any time by clicking the Settings tab in the Login screen.

Logging In

The CLICKSTART system will remember the name, rewards tally and learning level of up to three players. Each time you turn on your CLICKSTART system, the Login screen appears. Click the name of the child who will be playing, and the CLICKSTART system will return your child to her personal desktop. From there, children can see all the bones they've earned in Scout's House, or resume any game at the level where they left off!

Desktop Activities

Much like a true PC experience, your child can click any of the icons on the desktop to explore, play a game and learn. There are four learning games included with the CLICKSTART™ system: ABC Tree, 1-2-3 Click, Inbox and Type Time.

ABC Tree

Children tap keys on the keyboard to pick fruit off the ABC Tree!

Level 1

Each time your child taps a key on the keyboard, the corresponding number or letter appears on a piece of fruit in the ABC Tree and makes it fall. Children can keep pressing keys at random to help Scout harvest all the fruit.

Level 2

Each piece of fruit has a letter on it. Children have to tap all the letters on the tree to pick all the fruit. In later rounds, they are asked to hit letters in order, spelling words one letter at a time!

Core Curriculum

Letter exposure and identification, matching

Computer Literacy

QWERTY keyboarding skills,
screen navigation

Other Ways to Play

- As your child plays through the first learning level, say a number or letter and ask your child to find it on the keyboard.
- Count out loud with your child as the pieces of fruit fall into Scout's wagon.
- When consonant-vowel-consonant (CVC) words are introduced in level 2, help your child think of familiar objects that are also CVC words, such as *cat, pig, bat, bed, bus* and *dog*. Ask your child to spell the words out loud and then look for the letters on the keyboard.
- Ask your child to say CVC words out loud when you encounter them in books or other print to reinforce learning.

Desktop Activities

1-2-3 Click

Children click and splat glow balls to win bones for Scout!

Level 1

Children get mousing practice by clicking on any glow ball. As level 1 gets more difficult, children are asked to click on specific colors/colours or numbers, or to match a combination of the two.

Level 2

Now the balls are smaller and move faster! Children are asked to click as many as they can to start. Later in the game, they are asked to click two specific numbers in sequence.

Superball

As children get the hang of the game, super balls start to appear! Kids can click and splat them to see what surprises they hold.

Core Curriculum

Colors/colours, numbers 1 to 10, counting, matching

Computer Literacy

Mousing, screen navigation

Other Ways to Play

- Count the glow balls out loud together as your child splats them.
- When your child has finished playing, ask her to name one of the colors/colours from the game. Then, see how many other objects your child can find around the house that are the same color/colour.

Desktop Activities

Inbox

Children can check their Inbox at any time for postcards from Tad or Dot. Each postcard has fun animal facts and items from different continents.

There are three ways to play:

Find It!
Children can help Tad and Dot find their shy animal friends by clicking on animals hiding in postcard scenes from around the world!

Counting
Sometimes, an animal will need your child's help. Your child will be asked to tap the space bar or a letter key a certain number of times to help the animal out of trouble!

Shutterbug
Your child can go on a photo-hunting adventure! The goal is to find as many animals as possible in the time allotted and to take their picture by clicking on them.

Core Curriculum

Colors/colours, vocabulary, counting 1 to 10, letters, continents, animal facts

Computer Literacy

Mousing, QWERTY keyboarding skills, screen navigation

Other Ways to Play

- Using an atlas, help your child find the continents from which Tad or Dot sent their postcards. Visit your local library or go online to search for samples of world music, explore animal facts and learn facts about the different cultures on each continent.
- Show your child how the numbers on the keyboard progress in sequence from 1 to 9. As you count together, tap the keys in order to reinforce number sequencing.

Desktop Activities

Type Time

Children develop their keyboarding skills through three different challenge levels!

Picture Mode

Numbers, letters and pictures appear on screen, rewarding children for tapping keys on the keyboard.

Letter Mode

Children can type anything they want, using letters and the period, question mark, space bar and backspace keys.

Word Play

Children look for specific letters in order to build words.

Core Curriculum

Letter names and sounds, word building, word-object correlation

Computer Literacy

QWERTY keyboarding skills, screen navigation

Other Ways to Play

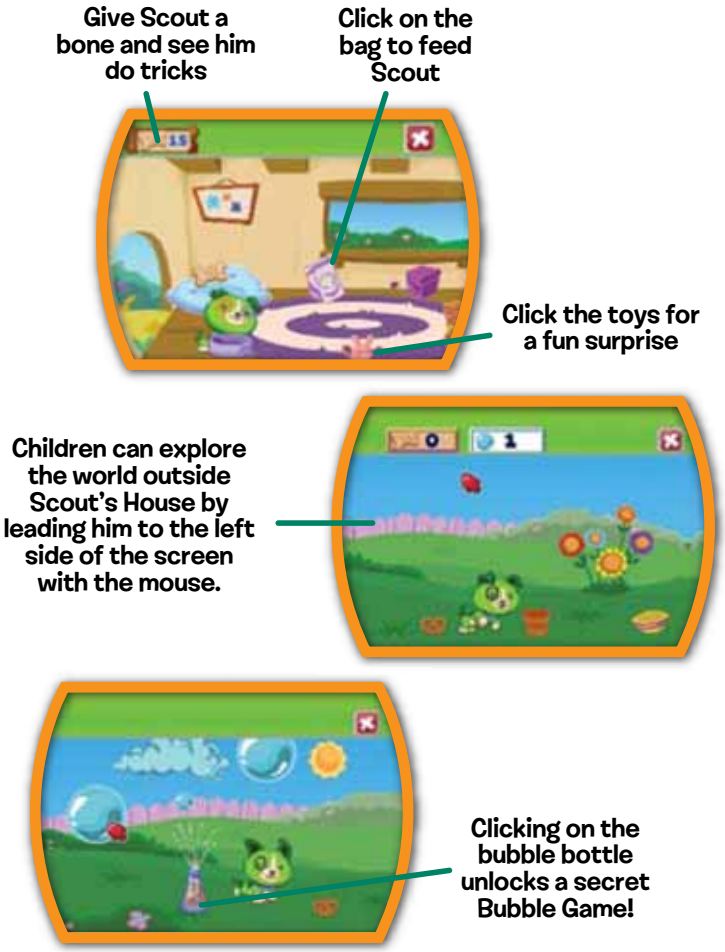
- **In Picture mode, help your child make the connection between the keys and the corresponding letters and pictures. For example, when a bear appears on screen, say, "Bear. What letter does bear start with?" Then show your child the key with the letter B.**
- **In Letter mode, help your child type his name, address and phone number. Encourage him to spell other simple words by identifying the right keys and pressing them in order.**

Rewards

Rewards Screen

At the end of every round, children can see how many bones they have won for learning something new. The bones are added to each child's tally in Scout's House and can be used to play fun games with Scout.

Scout's House


Give Scout a bone and see him do tricks
Click on the bag to feed Scout
Click the toys for a fun surprise
Children can explore the world outside Scout's House by leading him to the left side of the screen with the mouse.
Clicking on the bubble bottle unlocks a secret Bubble Game!

Scout's House rewards children for everything they have mastered while encouraging mathematics and mousing skills. Children can click the Scout's House icon on the desktop to give the bones they've earned to Scout and to play fun games. They can click once on objects like the Jack in the Box to have some fun, or click twice on other items to feed and brush Scout and give him bones.

Other Ways to Play

- As your child takes care of Scout, engage her in questions about your own family's routines. For example, when your child clicks on the bag to feed Scout his lunch, ask your child when your family has breakfast, lunch and dinner, and where she likes to eat best.
- Point out items in Scout's room and ask your child to find those same items in his own room. For example, have your child find Scout's bed and then find his own bed.
- Lead Scout outside for a walk and encourage your child to click on elements in Scout's yard.
- Ask your child to click on something in Scout's house by making up clues that use the senses. For example, say, "Can you find something that smells good? Let's click on it!"
- Talk about what's on the left, right, top and bottom of the screen to help your child understand the concept of directional orientation.

Cartridge Rewards

The CLICKSTART™ My First Computer system has a whole library of software available for children ages 3 to 6. Featuring playful themes and popular kids' characters, these software titles have rewards that are unique to their play environments. However, as soon as your child ends a play session and returns to the CLICKSTART desktop, these rewards are transformed into bones for Scout's House. The more games children play, the more bones they win!

Here's a list of rewards for some of the software available:

Finding Nemo: Sea of Keys – Sea stars
Toy Story: To 100 and Beyond – Aliens
Animal Art Studio – Animal matches
Dora the Explorer: Friends! ¡Amigos! – Stars
Learning Carnival – Carnival tickets
Thomas & Friends: Learning Destinations – Train tickets

Sold separately. Some titles may not be available in all markets.

Check out the growing CLICKSTART™ software* library at leapfrog.com!

©Disney/Pixar

Finding Nemo: Sea of Keys

Letters, Phonics Skills & QWERTY Key Placement

Dora The Explorer: Friends! ¡Amigos!

Shapes, Letters & Matching

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©Disney/Pixar

Toy Story: To 100 and Beyond!

Numbers, Counting & Screen Navigation

Learning Carnival

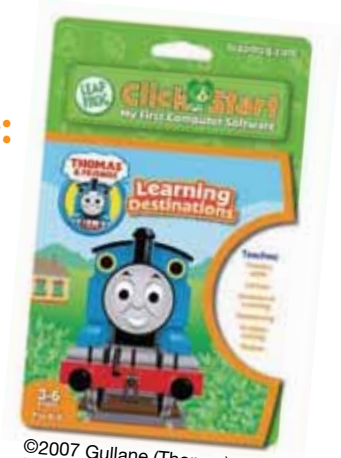
Rhyming, Word Building & Sorting

Animal Art Studio

Shapes, Patterns & Advanced Mousing

Thomas & Friends: Learning Destinations

Problem Solving, Letters & Sequencing



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Visit leapfrog.com/ClickStart

Check out leapfrog.com for more free resources. You'll find expert articles on child development, fun activities for every age, learning tips and more!

*Additional software sold separately. All titles may not be available in all markets.

System Maintenance and Safety

INSTRUCTIONS FOR CARE
Keep food and beverages away from product. Never spill liquid of any kind on this product as it may cause damage or render the device inoperative.
Clean with a slightly damp cloth (cold water).
Do not use soap or detergent.
Never submerge the unit in water.
Remove batteries during prolonged storage.
Avoid prolonged exposure to extreme temperatures and direct sunlight.
Avoid dropping the unit. Never try to dismantle it.

BATTERY INFORMATION
Requires 4 C and 4 AA (called LR14 and LR6 in some countries) alkaline batteries, not included.

Battery Removal And Installation Instructions
1. Open the battery door with a Phillips screwdriver.
2. If used or dead batteries are present, remove these batteries from the unit by pulling up on one end of each battery.
3. Install new batteries as shown in the polarity (+/-) diagram inside the battery compartment.
4. Replace battery door securely.

Battery Safety
Batteries are small objects. Batteries must be replaced by an adult.
Follow the polarity (+/-) diagram in the battery compartment.
Promptly remove dead batteries from the toy.
Dispose of used batteries properly.
Remove batteries for prolonged storage.
Only batteries of the same or equivalent type as recommended are to be used.
DO NOT incinerate used batteries.
DO NOT dispose of batteries in fire, as batteries may explode or leak.
DO NOT mix old and new batteries or types of batteries (i.e., alkaline/standard).
DO NOT use rechargeable batteries.
DO NOT recharge non-rechargeable batteries.
DO NOT short-circuit the supply terminals.

Sécurité relative aux piles
Les piles sont des objets de petite taille. Le remplacement des piles doit être effectué par un adulte.
Respectez le schéma de polarité (+/-) reproduit dans le compartiment des piles.
Enlevez rapidement les piles usagées du jouet.
Suivez les procédures adéquates pour vous débarrasser des piles usagées.
Retirez les piles en cas de non-usage prolongé.
Utilisez uniquement des piles ou accumulateurs du type recommandé ou d'un type équivalent.
Les piles incluses dans les produits lors de l'achat sont uniquement destinées aux démonstrations en magasin et doivent être remplacées pour améliorer les performances du produit.
NE PAS incinérer les piles usagées.
NE PAS jeter les piles au feu car elles peuvent exploser ou fuir.
NE PAS mélanger piles usagées et piles neuves, ni différents types de piles (c'est-à-dire alcaline/standard).
NE PAS utiliser des piles rechargeables.
NE PAS recharger des piles non rechargeables.
NE PAS court-circuiter les terminaux d'alimentation.

⚠ **WARNING:** This console is not a toy. Keep out of reach of children under 3 years of age. The console and mouse cords are a strangulation hazard; also, children pulling on the cord could cause the TV or other equipment to which the console is connected to fall with the possibility of property damage, serious personal injury or death. Adult supervision required during play.

⚠ **AVERTISSEMENT :** Cette console de jeu n'est pas un jouet. Ne convient pas aux enfants de moins de 3 ans. Les cordes de la console de jeu et de la souris peuvent constituer un risque d'étranglement. Ne pas laisser les enfants tirer sur les cordes qui connectent votre téléviseur ou tout autre équipement à la console car ceux-ci risquent de tomber et de causer des risques de blessures ou de mort. La présence d'un adulte est impérative lorsqu'un enfant joue.

⚠ **WARNING:** It is rare but possible for seizures to be triggered by light flashes or patterns such as those on computer or TV screens. To reduce exposure to this potential hazard, play/watch TV in a well-lit room, sit an appropriate distance from the screen and take 10- to 15-minute breaks every hour.

⚠ **AVERTISSEMENT :** Il peut arriver que certaines personnes soient sujettes à une attaque sous l'effet d'une lumière vive ou d'un jeu de lumières provenant de l'écran d'un téléviseur ou d'un ordinateur. Pour réduire ce risque, utilisez le téléviseur dans une pièce suffisamment éclairée, installez-vous à une distance raisonnable de l'écran et faites une pause toutes les heures, pendant 10 à 15 minutes.

⚠ **CAUTION:** Any frame left on the television for an extended period may cause images to be burned into the screen. To avoid this occurrence, it is recommended to turn the unit off, instead of using pause, during extended breaks.

⚠ **ATTENTION :** Ne pas laisser l'image sur Pause trop longtemps car celle-ci risque de se figer sur votre écran de télévision. Pour éviter ce problème, nous vous recommandons de mettre l'unité hors tension si vous envisagez de ne pas l'utiliser pendant un certain temps.

POWER ADAPTER SAFETY
(Adapter sold separately; available from LeapFrog Enterprises, Inc.)

⚠ **WARNING:** Adapter cord could be a strangulation hazard.

⚠ **CAUTION ELECTRIC TOY:** Not recommended for children under 3 years of age.
As with all electrical products, precautions should be observed during the handling and use to prevent electrical shock.

FOR INDOOR, DRY-LOCATION USE ONLY.
The transformer is not a toy and should be connected to the wall outlet by an adult. It should be periodically examined for conditions that may result in the risk of fire, electrical shock or injury to persons, such as damage to the cord, plug, blades, housing or other parts, and in the event of such conditions, the transformer must not be used until the damage is repaired.

The toy must be used only with the recommended transformer.

The toy is not to be connected to more than the recommended number of power supplies.

Toys to be cleaned with a liquid are to be disconnected from the transformer before cleaning.

To clean the transformer, disconnect it from the wall and clean with a cloth dampened with water. Do not immerse in water or use soap or other chemicals. Allow to dry before reusing. Do not connect to the AC outlet if wet or damaged.

AC Adapter Electrical Ratings:
US, CAN Input: ~120VAC, 60Hz
UK Input: ~230V, 50Hz
Australia and New Zealand Input: ~240V, 50Hz
Output: ⎓ DC5V, 500mA, 2.5VA

Important Note for the CLICKSTART™ Console
The unit may malfunction when radio interference appears on the power line. The unit will revert to normal operation when the interference stops.

Note: In the unlikely event of an electrostatic discharge, the unit may malfunction and lose memory, requiring the user to reset the device.

Consignes de sécurité pour l'utilisation de l'adaptateur
(Adaptateur vendu séparément ; produit LeapFrog Enterprises, Inc.)

⚠ AVERTISSEMENT : Le cordon de l'adaptateur peut provoquer un risque d'étranglement.

⚠ ATTENTION : CE JOUET FONCTIONNE À L'ÉLECTRICITÉ Ne convient pas aux enfants de moins de 3 ans. Comme tous les objets utilisant du courant électrique, ce produit doit être manipulé avec précaution pour éviter tout risque de décharge électrique.

À UTILISER UNIQUEMENT EN INTÉRIEUR, DANS UN ENDROIT SEC.
Le transformateur n'est pas un jouet et il est recommandé que ce soit un adulte qui le branche à la prise murale. Pour éviter tout danger d'incendie, d'électrocution ou de blessure, veillez à contrôler périodiquement l'état du cordon électrique, de la fiche d'alimentation électrique, des lames de contact, du boîtier ou de toute autre partie. Dans un tel cas, le transformateur doit être réparé avant d'être réutilisé.

Le jouet doit seulement être utiliser avec l'adaptateur recommandé.

Le jouet ne doit pas être branché à plus d'accessoires que le nombre recommandé.

Débrancher le jouet de l'adaptateur avant de le nettoyer avec du liquide.

Pour nettoyer l'adaptateur, débranchez-le d'abord de la prise murale et utilisez ensuite un tissu humide pour le nettoyer.

Voltage de l'adaptateur
Voltage d'entrée pour les Etats-Unis et le Canada : ~120V, 60Hz
Voltage d'entrée pour le Royaume Uni : ~230V, 50Hz
Voltage d'entrée pour l'Australie et la Nouvelle Zélande : ~240V, 50Hz
Voltage de sortie : ⎓ DC5V, 500 mA, 2.5VA

TROUBLESHOOTING

Symptom:	Try This:
Product does not turn on or does not respond	• Make sure console power light is on • Touch any key on the keyboard • Make sure there is a line-of-sight between the console and the keyboard • Make sure batteries are correctly installed • Make sure battery cover is securely attached • Insert the end of a paper clip into the RESET pinhole on the bottom of the console or on the bottom of the keyboard • Remove and reinsert cartridge, making sure the cartridge is inserted all the way into the slot • Remove batteries and put them back in • Clean battery contacts by rubbing lightly with a soft eraser and then wiping with a clean and dry cloth • Install new batteries
Product makes strange sounds or behaves erratically	• Follow the above instructions to clean battery contacts • Install new batteries
Product makes improper responses	• Follow the above instructions to clean battery contacts • Install new batteries
Display stops working	• Adjust brightness/contrast controls on the TV • Install new batteries • Make sure TV is on • Make sure cables are fully inserted
Power light not on	• Press the On button on the console • Make sure batteries are correctly installed • Install new batteries
Power light on but no picture on TV	• Make sure the yellow video connector is fully inserted in the correct input jack on the TV • Make sure the SCART connector or Euro-connector is correctly inserted in the SCART input on the TV • Make sure that the correct colored/coloured cable on the unit is plugged into the matching video (yellow) input jack on the SCART connector • Make sure you have selected the correct video input on your TV
Power light on but no sound from TV	• Make sure the white audio connector is fully inserted in the correct input jack • Make sure the SCART connector or Euro-connector is correctly inserted in the SCART input on the TV • Make sure that the correct colored/coloured cable on the unit is plugged into the matching video (yellow) input jack on the SCART connector • Adjust the volume settings on the TV
Colors/Colours are distorted on TV or TV image is flickering	• Make sure the yellow video connector is fully inserted in the correct input jack on the TV • Make sure you have selected the correct video input on your TV • Make sure the PAL/NTSC switch is in the correct position; the switch is located in the console's battery compartment. Turn the console off and back on again after switching between PAL and NTSC. • Use NTSC for most U.S. TV sets; use PAL for most TV sets in Europe and the U.K. For some TV sets in the U.S., if the screen still flickers, try switching to PAL. Turn the console off and back on again after switching between NTSC and PAL.
Images on the TV appear stretched or cut off at the top and bottom	• Make sure the TV is set to display the standard 4:3 aspect ratio
Colors/Colours do not appear accurate	• Adjust the color/colour settings on the TV
Cannot get cartridge game to play	• Make sure the cartridge is inserted in the correct direction, with the label facing front • Make sure the cartridge is inserted all the way into the cartridge slot • Make sure there is no foreign material in the cartridge slot
Game does not respond to keyboard	• Touch any button on the keyboard • Make sure there are no items blocking the IR receiver on the console from receiving a signal from the keyboard
Mouse not functioning	• Touch any key on the keyboard • Make sure the mouse is plugged into the keyboard correctly
Power light does not turn on or off	• Hold the On/Off button down for a few seconds, until the power light turns on/off.

U.S. Consumer Service Contact
Search for frequently asked questions, review your previous questions or submit a question to our support staff via email 24 hours a day at our U.S. Consumer Support website at http://www.leapfrog.com/support. If you do not have Internet access, please call (800) 701-LEAP (5327) during normal business hours.

Canada Consumer Service Contact
Search for frequently asked questions, review your previous questions or submit a question to our support staff via email 24 hours a day at our Canada Consumer Support website at http://lfcanada.custhelp.com. If you do not have Internet access, please call (800) 701-LEAP (5327) during normal business hours.

U.K. Consumer Service Contact
Search for frequently asked questions or submit a question to our support staff via email 24 hours a day at our U.K. Consumer Support website at http://leapfroguk.custhelp.com. If you do not have Internet access, please call 0800 169 5435, or Eire +44 (0)1702 200244, during normal business hours.

Australia Consumer Service Contact
Please submit questions to our support staff via email at info@funtastic.com.au or free-call 1800 244 543 during normal business hours.

IMPORTANT: If you have a problem with this product, return it to the retailer where the product was purchased for exchange. If the retailer is unable to assist you for any reason, contact LeapFrog Consumer Services. If our service representative is unable to help you resolve the problem, you will be given instructions on how to replace the product and an authorization/authorisation number. Returns must have a Return Merchandise Authorization/Authorisation (RMA) number to be accepted at our warehouse. If you need replacement parts for this product, please contact LeapFrog Consumer Services.

FCC NOTICE:
This device complies with Part 15 of the FCC rules. Operation is subject to the following two conditions:
1) This device may not cause harmful interference, and
2) This device must accept any interference received, including interference that may cause undesired operation.
This equipment has been tested and found to comply with the limits for a Class B digital device pursuant to Part 15 of the FCC rules. These limits are designed to provide reasonable protection against harmful interference to radio communications. Because this toy generates, uses and can radiate radio frequency energy, there can be no guarantee that interference will not occur. If this toy does cause interference to radio or television reception (you can check this by turning the toy off and on while listening for the interference), one or more of the following measures may be useful:
• Reorient or relocate the receiving antenna
• Increase the separation between the toy and the radio or the TV
• Consult the dealer or an experienced TV-radio technician for help

NOTE: Changes or modifications to this unit not expressly approved by LeapFrog Enterprises, Inc. could void the user's authority to operate the equipment.

AUDIO-VIDEO CABLE NOTE: Use only the audio-video cable provided by LeapFrog. Using any other cable may exceed FCC and other regulatory emissions limits.

Only use accessories recommended by LeapFrog Enterprises, Inc.

This Class B digital apparatus complies with Canadian ICES-003.

Cet appareil numérique de la classe B est conforme à la norme NMB-003 du Canada.

Warranty Information
This LeapFrog® product is warranted only to the original purchaser for a period of three months from the original purchase date, under normal use and service, against defective workmanship and material. This warranty is void if the product has been damaged by accident or unreasonable use, immersion in water, neglect, abuse, battery leakage or improper installation, improper service, or other causes not arising out of defects in workmanship or materials of the product. All warranty claims are subject to: (1) LeapFrog being notified of the warranty claim within the warranty period, (2) LeapFrog verifying the existence of a defect in the product and (3) receipt of valid proof of your purchase date.

Before returning a product to LeapFrog for any reason, please notify the LeapFrog Consumer Service Department. If the service representative is unable to solve the problem, you will be provided with instructions as to how to go about having the unit repaired or replaced if it is under warranty. Return of a product under warranty is governed by the following rules: If LeapFrog believes that there may be a defect in materials or workmanship and LeapFrog confirms your purchase date, LeapFrog will provide you with prepaid shipping instructions for returning the product. Otherwise, you must return your product, shipping prepaid and with proof of purchase date, as instructed by a LeapFrog service representative.

In the event that a product under warranty is repaired or replaced, the replacement will be covered under the original warranty or for 30 days, whichever is longer. Repair or replacement is your exclusive remedy, and LeapFrog's exclusive liability, under this warranty. Replacement may consist of replacing the product with the same product or with a different product of the same value. LeapFrog shall not be liable for any incidental or consequential damages for the breach of any warranty on this product. Any implied warranty of merchantability or fitness for a particular purpose on this product is limited to the duration of this warranty. Some states do not allow the exclusion or limitation of incidental or consequential damages, or limitation on how long an implied warranty lasts, so the above limitations or exclusions may not apply to you. This warranty gives you specific legal rights and you may also have other rights, which vary from state to state and country to country.

Canada: In addition to the above-referenced warranty, the hardware component shall be free from defects in material and workmanship for 12 months. The above express warranty and any applicable implied warranties are limited in duration to the warranty periods described above. Some provinces do not allow limitations on how long an implied warranty lasts, or the exclusion of incidental or consequential damages, so the above limitations do not apply to you. You may also have other rights, which vary from province to province.

U.K.: In addition to the above-referenced warranty, this LeapFrog product shall be free from defects in material and workmanship for 12 months where the three-month warranty period is not valid. The above express warranty and any applicable implied warranties are limited in duration to the warranty periods described above. You may also have other rights under U.K. law, which this warranty does not limit.

Australia: You may also have other rights under consumer protection conditions and warranties implied by Australia's federal, state and territory laws.

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For ages 3 to 6 years.
Convient aux enfants de 3 à 6 ans.